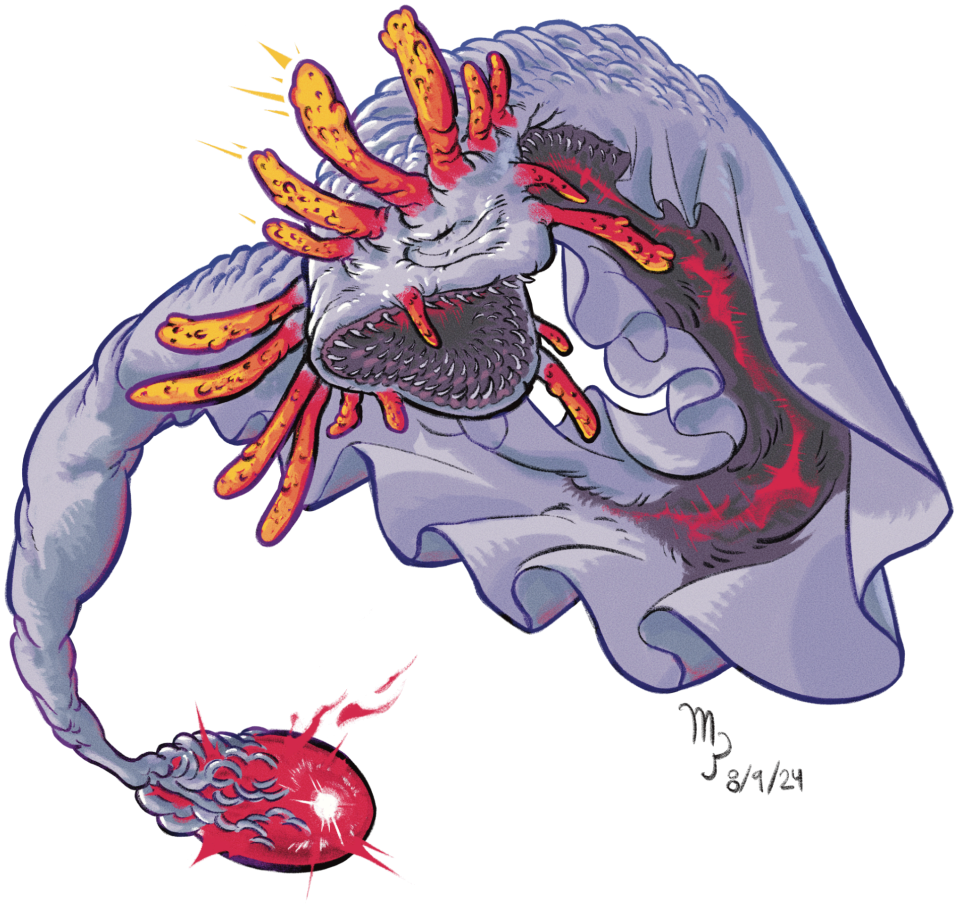

WIZARD'S SHACKLE

Mage-Dominating Parasites

Habitat: Underwater; **Treasure:** None

A wizard's shackle is an intelligent, eel-like parasite covered in sensory flanges that glow in an impressive array of colours. They are typically quite animalistic, acting purely on instinct and stimuli around them, however, once they detect a creature capable of casting spells, the creatures become extremely aggressive. They will rush towards creatures who house magic potential with the goal of latching on to them and taking control of the host's body. Once in control of a dominated host, the true potential of the parasite's intelligence is revealed.

Driven by bizarre and near incomprehensible motivations, a wizard's shackle in control of a spellcaster's body will immediately set out to take on a wide variety of tasks. These tasks are typically benign, but strange, such as using magic to steal all the silverware from a noble's manse, or making repairs to a stranger's roof. It is rare for the parasite to force its host into acts of brutality or murder, though when this does happen often the dominated individual was predisposed to such things in the

first place which suggests there is something more than mere domination of will at play.

WIZARD'S SHACKLE

A wizard's shackle attached to a host has an almost childlike curiosity about the world. They become obsessed with exploring the world and only the allure of gaining more knowledge and new experiences can distract them from their bizarre tasks. Occasionally, they will form social groups with other wizard's shackles that have managed to dominate a host. These collectives often work towards even more esoteric and ambitious goals such as constructing odd structures that serve no obvious purpose.

SWARM OF WIZARD'S SHACKLES

When a large population of wizard's shackles gather in whatever body of water they reside in, they can sometimes be riled into a frenzy at the presence of magic or a creature capable of casting magic. They will roil and writhe atop one another in an attempt to be the first to latch on to whatever creature has found its way into their lair.

ARCHWIZARD'S SHACKLE

On rare occasions, a wizard's shackle may possess a host for long enough to learn about the world in such a profound way that its intelligence grows beyond the need for a host. The creature surely still benefits from being attached to a spellcaster of course, but it is able to retain its intelligence and sense of self even when detached from a host's body. These creatures are often much less dangerous than a typical wizard's shackle as they have more understanding about what it is they are doing when they enslave another creature's mind, and as such, often choose to abstain from dominating others. Many even learn to work together with a host rather than assuming full control, sometimes even studying the arcane arts to develop their own spellcasting abilities. An evil archwizard shackle is, however, a tremendous threat to all who reside within its territory. Some of the most heinous acts committed by spellcasters are said to be attributed to the influence of an archwizard's shackle that has chosen a path of darkness.

WIZARD'S SHACKLE NESTS

1d4	The Wizard's Shackle Lurks In…
1	The basement of a flooded and abandoned building.
2	The bottom of a well.

3	An aquarium that belongs to someone researching them.
4	A lake at the edge of town.

MANA GEMS
When a wizard's shackle has absorbed enough mana from a creature it is latched on to, it will produce a hard, gemstone-like object at the end of its tail. This object is actually an egg, which will detach from the creature after 1d4 days. If left undisturbed and submerged in water, the egg will hatch into 3d4 wizard's shackles. Before the egg hatches, as a bonus action, a creature can crush the egg in order to restore a level 1 spell slot.

Wizard's Shackle

Tiny Aberration, Neutral

AC 12 **Initiative** +2 (12)
Hit Points 10 (3d4 + 3)
Speed 5 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 4	-3	- 3	**DEX** 14	+2	+2	**CON** 12	+1	+1
INT 12	+1	+1	**WIS** 12	+1	+1	**CHA** 3	-4	-4

Skills Arcana +3, Perception +3, Stealth +6
Immunities Poison, Psychic; Charmed, Poisoned
Senses Blindsight 60 ft., Passive Perception 13
Languages Deep Speech; telepathy 10 ft.
Challenge 1/2 (XP 100; PB +2)

Traits

Arcane Sense. The wizard's shackle can sense magic objects, spell effects, and creatures that have spell slots, within 120 feet.

Host Buffer. A wizard's shackle that has charmed another creature uses that creature's Saving Throws if they are better.

Puppet Master. While the wizard's shackle is attached to a creature charmed by it, it has a telepathic link with the creature. The wizard's shackle can use its action to take total and precise control of the target. Until the end of its next turn, the creature takes only actions chosen by the wizard's shackle, and doesn't do anything it doesn't allow it to do. During this time it can also use its reaction to cause the creature to use a reaction.

Actions

Bite. *Melee Attack Roll:* +4 to hit, reach 5 ft. *Hit:* 1 (1d4 - 3) Piercing damage, the target's Wisdom score is reduced by 2 (1d4), and the wizard's shackle attaches to the target.

The wizard's shackle can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can attempt to detach the wizard's shackle by making a DC 16 Strength (Athletics) check.

Absorb Magic. *Wisdom Saving Throw:* DC 13, one creature with spell slots that the wizard's shackle is attached to. *Failure*: The wizard's shackle absorbs a spell slot at the lowest level available to a creature it is grappling. This expends the spell slot as if it had been used to cast a spell, and grants the wizard's shackle 1d8 temporary Hit Points per level of the spell absorbed.

Bonus Actions

Dominate Mage. *Wisdom Saving Throw:* DC 13, one creature with spell slots the wizard's shackle is attached to. *Failure*: The creature is charmed by the wizard's shackle for as long as it is attached to the target.

Wizard's Shackle Swarm

Medium Swarm of Tiny Aberrations, Neutral

AC 14 **Initiative** +2 (12)
Hit Points 54 (12d8 + 3)
Speed 5 ft., swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 4	-3	- 3	**DEX** 14	+2	+2	**CON** 12	+1	+1

INT 12	+1	+1	**WIS** 12	+1	+1	**CHA** 3	-4	-4

Skills Arcana +3, Perception +3, Stealth +5
Immunities Poison, Psychic; Charmed, Poisoned
Senses Blindsight 60 ft., Passive Perception 13
Languages Deep Speech; telepathy 10 ft.
Challenge 2 (XP 450; PB +2)

Traits

Arcane Sense. The swarm can sense magic objects, spell effects, and creatures that have spell slots, within 120 feet.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move though any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Swarm of Bites. *Melee Attack Roll:* +4 to hit, reach 5 ft. *Hit:* 6 (2d8 - 3) Piercing damage and the target's Wisdom score is reduced by 5 (2d4), or 2 (1d8 - 3) Piercing damage and the target's Wisdom score is reduced by 2 (1d4) if the swarm is Bloodied. If there is a medium or smaller creature in the swarm's space, the target has the Grappled condition (Escape DC 16).

Absorb Magic. *Wisdom Saving Throw:* DC 13, one creature with spell slots that is being grappled by the swarm. *Failure*: The swarm absorbs 1d4 spell slots at the lowest level available to a creature grappled by it. This expends the spell slots as if they had been used to cast a spell.

Bonus Actions

Dominate Mage. *Wisdom Saving Throw:* DC 13, made with disadvantage, one creature with spell slots that is being grappled by the wizard's shackle. *Failure*: The swarm takes 1 damage and a single wizard's shackle appears in the same space as the swarm, attached to the creature being grappled by the swarm. The creature is charmed by the newly created wizard's shackle for as long as it is attached to the target.

Archwizard's Shackle

Tiny Aberration, Neutral

AC 15 **Initiative** +3 (13)
Hit Points 63 (14d4 + 28)
Speed 5 ft., swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 5	-3	- 3	**DEX** 16	+3	+3	**CON** 14	+2	+2
INT 17	+3	+3	**WIS** 15	+2	+2	**CHA** 5	-3	-3

Skills Arcana +6, Perception +5, Stealth +9
Immunities Poison, Psychic; Charmed, Poisoned
Senses Blindsight 90 ft., Passive Perception 15
Languages Deep Speech; telepathy 30 ft.
Challenge 5 (XP 1,800; PB +3)

Traits

Arcane Sense. The wizard's shackle can sense magic objects, spell effects, and creatures that have spell slots, within 240 feet.

Host Buffer. A wizard's shackle that has charmed another creature uses that creature's Saving Throws if they are better.

Magic Resistance. The wizard's shackle has Advantage on saving throws against spells and other magical effects.

Puppet Master. While the wizard's shackle is attached to a creature charmed by it, it has a telepathic link with the creature. The wizard's shackle can use its action to take total and precise control of the target. Until the end of its next turn, the creature takes only actions chosen by the wizard's shackle, and doesn't do anything it doesn't allow it to do. During this time it can also use its reaction to cause the creature to use a reaction.

Actions

Bite. *Melee Attack Roll:* +4 to hit, reach 5 ft. *Hit:* 1 (1d4 - 3) Piercing damage, the target's Wisdom score is reduced by 3 (1d6), and the wizard's shackle attaches to the target.

The wizard's shackle can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can attempt to detach the wizard's shackle by making a DC 18 Strength (Athletics) check.

Absorb Magic. *Wisdom Saving Throw:* DC 16, one creature with spell slots that the wizard's shackle is attached to. *Failure*: The wizard's shackle absorbs a spell slot at the

highest level available to a creature it is grappling. This expends the spell slot as if it had been used to cast a spell, and grants the wizard's shackle 1d8 temporary Hit Points per level of the spell absorbed. The wizard's shackle may then cast a spell on the spell list of the creature, at the level of the absorbed spell slot.

Spellcasting. The wizard's shackle casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14, +6 to spell attacks)

At Will: *Message, Mind Sliver*
2/Day Each: *Identify, Shield*
1/Day Each: *Invisibility, Misty Step, Dispel Magic*

Bonus Actions

Dominate Mage. *Wisdom Saving Throw:* DC 16, one creature with spell slots that the wizard's shackle is attached to. *Failure*: The creature is charmed by the wizard's shackle for as long as it is attached to the target.

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